

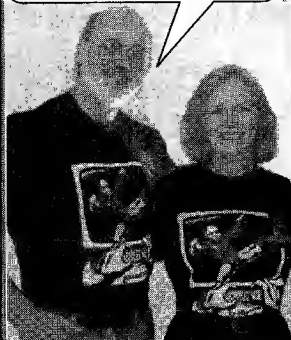
Another great Walt Harned
slide show on LOADSTAR
#144!

LOADSTAR® LETTER

May 1996

Volume , Issue 34

WE LIKED
LOADSTAR SO
MUCH WE
BOUGHT THE
COMPANY!



Jeff's Official Email Address

Please direct all Email for LOADSTAR to Jeff@Loadstar.com for question, comments and chat and I will get back to you. Please no unsolicited electronic submissions! It may seem ironic that LOADSTAR doesn't accept submissions electronically, but we must receive a physical disk with a *signed* letter that states you have the right to sell us your program. Try running LOADSTAR Briefs, published on every issue, and filling out the submission form electronically. A printer is required. Or visit our web page at <http://www.loadstar.com/> for more info. ☐

LOADSTAR's Web Page

<http://www.loadstar.com/> is soon going to be the coolest C-64 site on earth. It's still under construction, but give it a visit. There may be something there you want to

download -- like for instance our sampler of the Compleat Programmer. Daniel Tobias, who never passes up a chance to berate the Commodore 8-bit line of machines, is making all changes for now. Email Dan at Dan@Softdisk.Com and let him know how terrible it is to berate the Commodore. ☐

LOADSTAR Letter Goes Subscription

It may seem like a cold corporate move, but The LOADSTAR Letter has become too much of a liability for a small company to publish out of love. Rather than simply allowing it to fade away, the LOADSTAR Letter will grow, but for LOADSTAR Letter charter subscribers at \$12 per year. Jeff Jones will join forces with Scott Eggleston and others for a more well-rounded hard-hitting magazine. Issue #36 will mark the final free issue that we publish. From then on, it will be mailed only to LOADSTAR Letter Subscribers. See the LOADSTAR LETTER ad on page 6 for more information. ☐

Copyright 1996 by J & F Publishing, Inc. LOADSTAR is a monthly "magazine on disk" for the Commodore 64/128. Subscribers receive two 1.541 disks (or one 1.541 disk) in their mail box every month filled with news, articles and programs. These are not high quality programs. Subscription prices are \$69.95 for a 12 month subscription or \$149.95 for a 3 month subscription. You may also elect to subscribe "by the month", where we charge your credit card \$7.25 for each issue after it's shipped. The Loadstar Letter is published monthly by J & F Publishing as a companion to LOADSTAR and LOADSTAR 128 quarterly. No part of this newsletter may be reproduced without the permission of J & F Publishing. LOADSTAR LETTER contains any ONE of the following:
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CMD Super CPU Report!

The CMD Super CPU arrived at LOADSTAR in a big box filled with the kind of popcorn that we all love and the environmentalists hate. Does the blasted thing work? In a word, yes. Is it fast? In two words, "really fast!" Not just some programs, but *all* programs. Of course some activities, serial port access for one, temporarily slow down acceleration, but basically no activity short of a full fledged lockup will operate slower. SID Player runs fine, and at *normal* speed. The buzz in *EDSTAR II*, which is controlled by a BASIC FOR loop, is way too fast too hear -- not even a

click. BASIC joystick routines ran too fast, again because such loops are software dependent and not interrupt dependent. You'll find a normal keyboard response, even from repeating keys because the keyboard is still being scanned only 60 times per second despite the system speed increase. So cursoring around will seem normal (though some scrolling and paging such as a BASIC LIST can be way too fast). Wow! Am I complaining about speed?

Even though it's only a beta unit, it's more useful to me than our *Schnedler TurboMaster 4MHz*



accelerator, which we've owned for a while now. I expected as much from CMD. Not only was it more compatible with LOADSTAR software, it was more compatible with hardware. It allowed me to plug in my REU which was downright impossible with the TurboMaster. More than that, if a game or a demo *does* run
Continued on page 3

Driven Rides On LOADSTAR see Page 2

Program Style: see Page 3

X96 Graphics Winners: see Page 2

Gaelyne Moranec: see Page 4

YOU MAY BE AN ENGINEER

If you introduce your wife as "my lady @ home wife"
 ...If your spouse sends you an e-mail instead of telling you to dinner
 ...If you want an AX CD-ROM for Christmas
 ...If you stare at an orange juice container because it says CONCENTRATE
 ...If you can turn a Star Trek episode
 ...If the only jokes you receive are the ash e-mail
 ...If your wrist which has more computing power than a 1465X-54
 ...If your idea of good interpersonal communication means belting the scrotum point in the right place
 ...If you look forward to Christmas only to put together the kids' toys
 ...If you use a CAD package to design your son's little Woodlark car
 ...If you have used craft knives and duct tape for something other than hanging cords and taping ducts
 ...If, at Christmas, it's a 65 with out saying that it will be the one to find the burnt-out bulb in the string
 ...If you window shop at Radio Shack
 ...If your ideal evening consists of fast-forwarding through the latest self-movie looking for technical infomercials
 ...If you have "Driven" comics displayed anywhere in your work area
 ...If you carry on a one-hour chase over the expected results of a test that actually takes five minutes to run
 ...If you are convinced you can build a Phazez out of your microwave oven and your camera's flash attachment
 ...If you don't even know where the cover to your personal computer is
 ...If you have modified your can opener to be microprocessor driven
 ...If you know the direction the water swirls when you flush
 ...If you own "Official Star Trek" anything
 ...If you have ever taken the back off your TV just to see what's inside
 ...If you ever burned down the gymnasium with your Science Fair project
 ...If you are currently gathering the components to build your own nuclear reactor
 ...If you own one or more white short-sleeve dress shirts
 ...If you have never backed up your hard drive
 ...If you are aware that computers are actually only good for playing games, but are afraid to say it out loud
 ...If you truly believe aliens are living among us
 ...If you have ever saved the power cord from a broken appliance
 ...If you have ever purchased an electronic appliance "as-is"
 ...If you see a good design and still have to change it
 ...If the salespeople at Circuit City can't answer any of your



LOADSTAR MONTHLY

By Elwix. Driven will be distributed on LOADSTAR 3.5-inch disks (No room on the 1541 version). Driven started in August of 1994, with the goal to provide some coverage and drive to the NTSC demo scene. The best times in the NTSC demo scene have always been coupled with great disk magazines that covered the news, groups, demos, etc. about the scene. There hadn't been a really good diskmag for a couple years, and the scene was on a real slide downward (much fewer demos made, fewer groups, etc.). Fortunately Internet has really breathed new life in our little artisan subculture.

Each issue of Driven covers news about groups and people active in the scene, reviews of recent demos, opinion articles with commentary about various aspects of scene life, interviews with demo makers themselves, and usually there's a commercial-oriented article (magazine, software, or hardware review or report) as well as an article regarding the Internet as it relates to the c64. Driven is, by the way, freely spread to Internet. The more it is given out, the happier we are.

We think Driven has also played some role in motivating people and getting the ever-active PAL demo scene to also recognize North America as a valid section of the worldwide C64 subculture. It's working better than we expected because not only have we gotten recognition overseas in the "underground" but we've gotten growing recognition right here in the more mainstream magazines and online services. The demo scene here is growing again, more demos are getting released, quality is on the rise, and even old sceners from the past have rediscovered the still alive demo world and decided this hobby was worth taking up again!

Demos are a truly unique form of artistic expression. The C-64 was the start of the demo-as-art form and the Amiga and PC have picked up the demo mania as well - but C-64 was the motherland, and still active today. Get involved! A lot of tutorial info exists to help you start making demos yourself, or at the minimum keep reading Driven, watching and spreading the demos, and providing your feedback to demo artists. ☐

The Underground

The 8-bit
Commodore Mini-mag

The Underground is a bi-monthly publication with articles featuring reviews, PD/Shareware, BASIC tutorials, Geos, telecommunications, international stuff, news and tips. The Underground is a publication created by people who refuse to let their 8-bit computers gather dust, and it's priced low enough for even the most frugal users. Try a sample issue and see if The Underground is worth your while. You'll be glad you did.

Single Issue: \$2.00
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One year (six issues) \$13.00
Canada/Mexico \$15.75
International \$22.25

Send check or money order (US funds) to:

The Underground

4574 Via Santa Maria
Santa Maria, CA 93455
USA



C-64 Graphics Winners!

By Elwix of Style. These graphics were entries in X96, a multi-platform demo competition held in Utrecht, Holland in April. Web address:



<http://www.xs4all.nl/~herkel/index.htm>
 The winning picture is a brand new graphics format called "super hires IFL"; created by Crossbow/Crest. The 2nd and 3rd place pictures are IFL pictures. Both formats do some real code trickery to get the effect of extra resolution and color, and needed be NTSC fixed, which is what we in Style did.

Note from Jeff: One very good semi-animation was a bit racy for LOADSTAR's tastes, and since we're spineless editors who want to keep every subscriber, we'll exercise our right to edit. We Americans tend to cancel our subscriptions when we see in print the things we talk about and do in private. So allow me to flex my censorship muscles. ☐



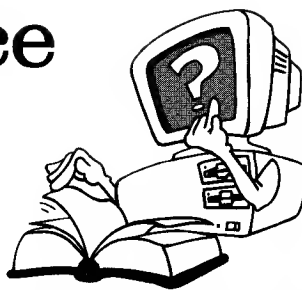
The User Interface

No matter how you slice it, your program manipulates text and graphics in a way that either processes or presents information for the user. Usually your medium is the screen. No matter how spectacular your algorithms are, a good *user interface* is essential to a successful program.

A user interface is simply the place where a user and the program connect. That will almost always be a screen. If you're going to interface with a program, it helps for the screen to be simple but elegant. Menus are simple, but show the user all the *important* options. Note that *important* is the operative word here. Your program may do 50 things, but if you cram those 50 things onto the screen, the user will likely be

daunted. Remember, your program is supposed to be easy to use. Maybe it is, but it must be understood before it is used. So your opening menu should be 70% space and 30% text. Devote some of that space on the screen to aesthetics, but not *busy* stuff that make the screen hard to read.

Why is it hard to find the food you want in McDonalds? The menu has everything crammed in one area. Why do people rave about GEOS, Windows 95 and MAC operating systems? Because they made menus simple and predictable. Whether your program uses a mouse or not, you must create a *simple predictable path* from the few big commands on the main menu to the many little options that make your



program great. In order to do this, you must *categorize your menus* in a way that *leads* your user to the feature they want.

Your menus are a presentation of the features in your program. There's nothing wrong with hot keys allowing instant access, but there should also be that visual, textual path that leads your user by the hand to their desired goal. ☐

ASC	CHAR	POKE SET1	POKE SET2
0	SPACE	1024	1025
1	SPACE	1026	1027
2	SPACE	1028	1029
3	SPACE	1030	1031
4	SPACE	1032	1033
5	SPACE	1034	1035
6	SPACE	1036	1037
7	SPACE	1038	1039
8	SPACE	1040	1041
9	SPACE	1042	1043
A	SPACE	1044	1045
B	SPACE	1046	1047
C	SPACE	1048	1049
D	SPACE	1050	1051
E	SPACE	1052	1053
F	SPACE	1054	1055
G	SPACE	1056	1057
H	SPACE	1058	1059
I	SPACE	1060	1061
J	SPACE	1062	1063
K	SPACE	1064	1065
L	SPACE	1066	1067
M	SPACE	1068	1069
N	SPACE	1070	1071
O	SPACE	1072	1073
P	SPACE	1074	1075
Q	SPACE	1076	1077
R	SPACE	1078	1079
S	SPACE	1080	1081
T	SPACE	1082	1083
U	SPACE	1084	1085
V	SPACE	1086	1087
W	SPACE	1088	1089
X	SPACE	1090	1091
Y	SPACE	1092	1093
Z	SPACE	1094	1095
[SPACE	1096	1097
\	SPACE	1098	1099
]	SPACE	1100	1101
^	SPACE	1102	1103
_	SPACE	1104	1105
`	SPACE	1106	1107
~	SPACE	1108	1109
~	SPACE	1110	1111
~	SPACE	1112	1113
~	SPACE	1114	1115
~	SPACE	1116	1117
~	SPACE	1118	1119
~	SPACE	1120	1121
~	SPACE	1122	1123
~	SPACE	1124	1125
~	SPACE	1126	1127
~	SPACE	1128	1129
~	SPACE	1130	1131
~	SPACE	1132	1133
~	SPACE	1134	1135
~	SPACE	1136	1137
~	SPACE	1138	1139
~	SPACE	1140	1141
~	SPACE	1142	1143
~	SPACE	1144	1145
~	SPACE	1146	1147
~	SPACE	1148	1149
~	SPACE	1150	1151
~	SPACE	1152	1153
~	SPACE	1154	1155
~	SPACE	1156	1157
~	SPACE	1158	1159
~	SPACE	1160	1161
~	SPACE	1162	1163
~	SPACE	1164	1165
~	SPACE	1166	1167
~	SPACE	1168	1169
~	SPACE	1170	1171
~	SPACE	1172	1173
~	SPACE	1174	1175
~	SPACE	1176	1177
~	SPACE	1178	1179
~	SPACE	1180	1181
~	SPACE	1182	1183
~	SPACE	1184	1185
~	SPACE	1186	1187
~	SPACE	1188	1189
~	SPACE	1190	1191
~	SPACE	1192	1193
~	SPACE	1194	1195
~	SPACE	1196	1197
~	SPACE	1198	1199

SCREEN CODE CHART

Characters can be printed to the screen as well as poked. LOADSTAR discourages poking to the screen unnecessarily, but it can be useful or even essential. The codes to the left and right are PETASCII and SCREEN_CODE values. The PETASCII values can be printed with CHR\$(nn) values. The label set 1 and set 2 denote how the characters look on screen with the two built in fonts.

The SCREEN CODES are poked to the screen. Home is normally location 1024. POKE 1024,1 will place an 'a' in the HOME position. POKE 2032,2 will place a 'b' in the bottom right hand corner of the screen.

Note that you can POKE a character in on any right hand column without causing a scroll, but in BASIC it's slower and tedious to do excessive poking. To the screen. It also makes your program more difficult to understand if you poke text to the screen because you list the program and can't find keywords that let you know where to stop.

ASC	CHAR	POKE SET1	POKE SET2	ASC	CHAR	POKE SET1	POKE SET2
0	SPACE	1024	1025	0	SPACE	1024	1025
1	SPACE	1026	1027	1	SPACE	1026	1027
2	SPACE	1028	1029	2	SPACE	1028	1029
3	SPACE	1030	1031	3	SPACE	1030	1031
4	SPACE	1032	1033	4	SPACE	1032	1033
5	SPACE	1034	1035	5	SPACE	1034	1035
6	SPACE	1036	1037	6	SPACE	1036	1037
7	SPACE	1038	1039	7	SPACE	1038	1039
8	SPACE	1040	1041	8	SPACE	1040	1041
9	SPACE	1042	1043	9	SPACE	1042	1043
A	SPACE	1044	1045	A	SPACE	1044	1045
B	SPACE	1046	1047	B	SPACE	1046	1047
C	SPACE	1048	1049	C	SPACE	1048	1049
D	SPACE	1050	1051	D	SPACE	1050	1051
E	SPACE	1052	1053	E	SPACE	1052	1053
F	SPACE	1054	1055	F	SPACE	1054	1055
G	SPACE	1056	1057	G	SPACE	1056	1057
H	SPACE	1058	1059	H	SPACE	1058	1059
I	SPACE	1060	1061	I	SPACE	1060	1061
J	SPACE	1062	1063	J	SPACE	1062	1063
K	SPACE	1064	1065	K	SPACE	1064	1065
L	SPACE	1066	1067	L	SPACE	1066	1067
M	SPACE	1068	1069	M	SPACE	1068	1069
N	SPACE	1070	1071	N	SPACE	1070	1071
O	SPACE	1072	1073	O	SPACE	1072	1073
P	SPACE	1074	1075	P	SPACE	1074	1075
Q	SPACE	1076	1077	Q	SPACE	1076	1077
R	SPACE	1078	1079	R	SPACE	1078	1079
S	SPACE	1080	1081	S	SPACE	1080	1081
T	SPACE	1082	1083	T	SPACE	1082	1083
U	SPACE	1084	1085	U	SPACE	1084	1085
V	SPACE	1086	1087	V	SPACE	1086	1087
W	SPACE	1088	1089	W	SPACE	1088	1089
X	SPACE	1090	1091	X	SPACE	1090	1091
Y	SPACE	1092	1093	Y	SPACE	1092	1093
Z	SPACE	1094	1095	Z	SPACE	1094	1095
[SPACE	1096	1097	[SPACE	1096	1097
\	SPACE	1098	1099	\	SPACE	1098	1099
]	SPACE	1100	1101]	SPACE	1100	1101
^	SPACE	1102	1103	^	SPACE	1102	1103
_	SPACE	1104	1105	_	SPACE	1104	1105
`	SPACE	1106	1107	`	SPACE	1106	1107
~	SPACE	1108	1109	~	SPACE	1108	1109
~	SPACE	1110	1111	~	SPACE	1110	1111
~	SPACE	1112	1113	~	SPACE	1112	1113
~	SPACE	1114	1115	~	SPACE	1114	1115
~	SPACE	1116	1117	~	SPACE	1116	1117
~	SPACE	1118	1119	~	SPACE	1118	1119
~	SPACE	1120	1121	~	SPACE	1120	1121
~	SPACE	1122	1123	~	SPACE	1122	1123
~	SPACE	1124	1125	~	SPACE	1124	1125
~	SPACE	1126	1127	~	SPACE	1126	1127
~	SPACE	1128	1129	~	SPACE	1128	1129
~	SPACE	1130	1131	~	SPACE	1130	1131
~	SPACE	1132	1133	~	SPACE	1132	1133
~	SPACE	1134	1135	~	SPACE	1134	1135
~	SPACE	1136	1137	~	SPACE	1136	1137
~	SPACE	1138	1139	~	SPACE	1138	1139
~	SPACE	1140	1141	~	SPACE	1140	1141
~	SPACE	1142	1143	~	SPACE	1142	1143
~	SPACE	1144	1145	~	SPACE	1144	1145
~	SPACE	1146	1147	~	SPACE	1146	1147
~	SPACE	1148	1149	~	SPACE	1148	1149
~	SPACE	1150	1151	~	SPACE	1150	1151
~	SPACE	1152	1153	~	SPACE	1152	1153
~	SPACE	1154	1155	~	SPACE	1154	1155
~	SPACE	1156	1157	~	SPACE	1156	1157
~	SPACE	1158	1159	~	SPACE	1158	1159
~	SPACE	1160	1161	~	SPACE	1160	1161
~	SPACE	1162	1163	~	SPACE	1162	1163
~	SPACE	1164	1165	~	SPACE	1164	1165
~	SPACE	1166	1167	~	SPACE	1166	1167
~	SPACE	1168	1169	~	SPACE	1168	1169
~	SPACE	1170	1171	~	SPACE	1170	1171
~	SPACE	1172	1173	~	SPACE	1172	1173
~	SPACE	1174	1175	~	SPACE	1174	1175
~	SPACE	1176	1177	~	SPACE	1176	1177
~	SPACE	1178	1179	~	SPACE	1178	1179
~	SPACE	1180	1181	~	SPACE	1180	1181
~	SPACE	1182	1183	~	SPACE	1182	1183
~	SPACE	1184	1185	~	SPACE	1184	1185
~	SPACE	1186	1187	~	SPACE	1186	1187
~	SPACE	1188	1189	~	SPACE	1188	1189
~	SPACE	1190	1191	~	SPACE	1190	1191
~	SPACE	1192	1193	~	SPACE	1192	1193
~	SPACE	1194	1195	~	SPACE	1194	1195
~	SPACE	1196	1197	~	SPACE	1196	1197
~	SPACE	1198	1199	~	SPACE	1198	1199

ACCELERATOR CONTINUED

too fast to be useful, you can press the turbo switch and switch between speeds on the fly without causing a crash or a reset. Most important, the screen is rock solid. TurboMaster had so much noise in its interface that screens quickly became unreadable -- especially on 128s in 64 mode. Our BBS program could not connect at all with other computers though it ran great on its own. The timing loops must have been based on software, not hardware timers. This is the reason CMD sent us the unit -- to test it with a variety of software so that we could make comments for last

minute changes. Units will probably be on the streets by the time you're reading this.

Since ARC does more thinking than reading and printing to the screen, it ends up being *flying* faster than our own WRAPTOR, which slows itself down with screen updates and constant disk access -- still WRAPTOR worked *faster*. Oddly enough, I could crunch programs with BIT imploder much faster, but its programs wouldn't run under the accelerator. Could be illegal opcodes in the explode software. They won't run under TurboMaster either.

Some CMD magick which prevents the turbo from operating below 4MHZ, even

when drive access is slowing down the unit. So basically, at its slowest, the Super CPU is about as fast as the TurboMaster at its fastest. At the moment, the unit isn't compatible with RAMLink or GEOS, but I'm *very* interested to see how fast parallel HD access and RAMLink access will be. The unit gets an A from me -- and A+ when the final version works with RAMLink and GEOS.

questions
...If you still own a slide rule and you know how to work it
...If the thought that a CD could refer to furnace or music never enters your mind
...If you own a set of fifty fifty screw drivers, but you can't remember where they are
...If you rotate your screen savers more frequently than your automobile tires
...If you have a functioning home copier machine, but every time you own turns bread into charcoal
...If you have more toys than your kids
...If you need a checklist to turn on the TV
...If you have introduced your kids by the wrong name
...If you have a habit of destroying things in order to see how they work
...If your L.O. number is bigger than your weight
...If the microphone or visual aids at a meeting don't work and you rush up to the front to fix it
...If you can remember 7 computer passwords but not your anniversary
...If you have memorized the program schedule for the Discovery channel and have seen most of the shows already
...If you have ever owned a calculator with a equal key and know what KPN stands for
...If your father sat 2 inches in front of your family's first color TV with a magnifying lens to see how they made the colors, and you grew up thinking that was normal
...If you know how to take the cover off of your computer, and what size screw driver to use
...If you can type 75 words a minute but can't read your own hand-writing
...If your wristwatch has more buttons than a telephone
...If you have more friends on the Internet than in real life
...If you thought the real heroes of "Apollo 13" were the mission controllers
...If you think that when people around you yawn, it's because they didn't get enough sleep
...If you spend more on your home computer than your car
...If you know what http:// stands for
...If you've ever tried to repair a 25 pin male
...If you have a neatly sorted collection of old bolts and nuts in your garage
...If your three year old son asks why the sky is blue and you try to explain atmospheric absorption theory
...If your laptop computer costs more than your car
...If your 4 game fixed groups are:
1. Caffeine
2. Fat
3. Sugar
4. Chocolate
Forwarded From Donn Esmy, esmay@synetic.com

From the Canonical List Of
Computer Hardware Humor
Copyright Lee Campbell
Circulate this for Yuks, but not
for Bucks!

10/92 Intel unveils 1486 following
an anonymous name will be "Pen-
tium" because "586" is not copy-
rightable.

04/93 Pentium begins sampling.
The usual obscure bugs appear.
This time persistent ones are asso-
ciated with the de X686.

09/93 Intel announces low power,
reduced performance version of
Pentium for use in portables. Ad-
ditional features engineers tack-
le packing with portable computers,
forming token ring and compa-
tibility. Naturally, the chip is named
"Pentium."

11/93 Marketers around the
world are stunned by Intel's bold
new marketing strategy: leasing of
microprocessors. Customers will be
able to lease chips with a right to
buy or to upgrade to the next pen-
tium which is guaranteed to be
incompatible. (The chips have a
special circuit with 10 pins reserved
for future use.) The chip is dubbed
"Pentium."

03/94 An uneasy alliance of the
Vatican and fundamentalist Chris-
tians demands a CPU with no op-
erating numbers 1336 in decimal,
decimal or hexadecimal. Intel lis-
tens to its customers and responds
with a special compiler with work-
arounds, and a chip that gives up
about 10% performance but es-
chews "evil" opcodes. The part is
called "Lentium."

05/94 AMD announces a
super-low cost Pentium compa-
tible. It costs "one penny per MHz"
and is dubbed "Centium."

06/94 Intel releases name of next
generation chip. A small company
in Menlo Park, Idaho has had the
forethought to copyright and market
chips under the name "Hexium"
and "Sextium." They try to sell the
names to Intel for millions. Intel
decisively resists the blackmail and
markets the new chip as "Sixtium."

11/94 Sixtium samples. Bugs
show up. A bug in op code 666
the press decisively refers to the buggy
chips as "Nixtium."

04/95 The bugs in op code 666 are
finally killed. Graciously OEM's sell
the part as "Fixtium."

05/95 Texas Instruments an-
nounces it has obtained rights to
several source Sixtium. In an effort
to differentiate its product and tap
the wellsprings of state pride, it
names its new chip "Texium."

07/95 Cyrix announces a "super-
compatibility" chip which emu-
late a pentium, a super 486, an
i387, a PowerPC, an Alpha,
and BASIC - Language that's un-
sustainable without additions.

09/95 A lively aftermarket devel-
ops in used Pentium chips; they are
bought and sold under the moniker
"Spentium."

Getting To Know Your Computer

ALT KEY - For calling up extra
functions. Conveniently placed
where you'd expect to find the
SHIFT key, it let's you delete an

http://hal9000.net.au/~moranec Gaelyne's Homepage

Gaelyne says: "Get a
modem. Get Connected.
Seriously, a Commodore with
a printer, modem and good
terminal program is a
complete computer system.
There's nothing like the ability
to reach out and meet people
from the privacy of home
(wherever that home may be).
It's such a tremendous thing to
have the ability to make
contact with others. With a
modem, you're only a phone
call away from Commodore
support. Having a modem is
the next-best thing to having
LOADSTAR arrive in your
mailbox everyday - even on
Sundays and Holidays! :-)"

Gaelyne is a woman of
extremes. Her name is
extremely difficult to spell
because I keep tending to spell
it phonetically. Her web page
is also extreme in that it's
difficult to leave. There is so
much information and warmth
there that I found myself
smiling often. Plenty of people
with their own web pages feel
that a mere curse word here
and there is enough to get
across that they are somehow
fun-loving and carefree.
Gaelyne takes the high road
and introduces herself and the
C-64/128 to you. If you surf
the web, I highly recommend
visiting her page.

Mirror USA site:
www.msen.com/~brain/guest/Gaelyne_Moranec

Gaelyne also says: I'm
postponing The Internet for
Commodore Users until I'm
back in the US and can do the
research required to include
info about using Genie and
CompuServe (I already have
Delphi information). I feel the
book would be incomplete

without this, and
want to ensure that
these places receive
equal coverage.

Using your C64/128 on the Internet

Since the first
week my homepage
became 'live' on the
World Wide Web,
I've received heaps
of Email from
people who are
using other platform
computers that want
to know how they can use
their Commodore's to access
the Internet or how to move
files between their PC (or
MAC, or Amiga) to or from
their C=64 or C=128. Others
have wanted to know where
they could find more
Commodore support with their
modems. This page can't
possibly answer all the
questions, but hopefully it will
give you a quick overview and
point you toward other sources
of info and the programs you
may need.

Some of this is in Question
and Answer form - it's a
fictionalized and sample of
questions I've had in my
Email.

*Hi! I haven't the vaguest
idea how to get going on my
Commodore 64 that I bought
at a rummage sale. Where can
I look to find
programs/information/ways to
hook up?*

The info you need can be
obtained in a couple of places.
The "Internet" method of
obtaining the information



would be to get the FAQ
(which means "Frequently
Asked Questions") file from
the comp.sys.cbm newsgroup.
You can access this from the
World Wide Web:

www.msen.com/~brain/
faqhome.html, or you can have
it sent to you via Email by
sending an Email message to
Jim Brain's Mailserver, which
always has the latest copy of
the FAQ files. The subject of
the message should be:

MAILSERV (all caps) and in
the body of the message, type:
send cbm-main-faq.3.0.p1
send cbm-main-faq.3.0.p2
send cbm-main-faq.3.0.p3
send cbm-main-faq.3.0.p4

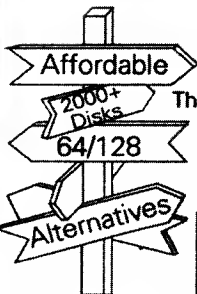
You can also sign up on a
Mailing List so that the latest
FAQ files are sent to you via
Email. Send a message to the
same address above
(brain@mail.msen.com), with
the subject of MAILSERV. In
the body of your message type:

subscribe cbm-main-faq
Firstname Lastname
quit

Be sure to type your first
and last names in the
appropriate places. The
comp.sys.cbm FAQ files
can answer some of your
specific questions about
using your C64 or 128 to
connect to the outside
world. ☐

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64 DISK CONNECTION

4291 Holland Rd., Suite 562- L • Virginia Beach, VA 23452

Pig Dies In LS Scandal

Dateline: Shreveport. On March 12, 1996 LOADSTAR editor Fender Tucker received a letter from Robert "Eric" Severns of Dobbins CA asking for an autographed picture of a young lady who appeared in an ad for a LOADSTAR T-shirt. He said the ad picture itself would be okay if her "father" were cropped out of it. Since the two individuals in the ad were Tucker and his wife, Judi, he refused to allow the autograph and, in an editorial, mentioned something about sending a poisoned disk to certain wiseacres.

Then, on May 1, 1996, Tucker received the following letter from Severns:

Dear Moe,
(Please forgive such gross familiarity, but it is with great haste that I must deliver my apologies. I beg your Grandness to ignore my breach of protocol.)

First, I am truly sorry about your cat, or hopefully, your neighbor's cat. Your autograph denial hit me at just the wrong time, on a particularly bad hair day, and I momentarily "lost it".

Unfortunately, during that moment some orders were issued. By the time I regained normal coolness, my people had acted and the deed was done. For what it's worth,

the feline's demise was quick, painless, and honorable.

Secondly, and MOST importantly, had I but known the T-shirt models were "newlyweds", I would have never asked for either's autograph. It is the truth, O Exalted One!

I swear I knew not of your marital history until just now reviewing LOADSTAR #94, which you recently posted to me in connection with the LETTERSLIDE Contest. Wow! No wonder you were so cautious about randomly dispensing your wife's signature. How lucky you were to reside in Louisiana. Out here, on the left coast, you would have found the laws a tad more restrictive as to your ability to marry such a young and innocent CHILD.

What's done is done. None of my business anyway. Best wishes to you both.

Robert "Eric" Severns
Upon receiving this letter, Tucker was at first bemused, then chagrined, and finally apoplectic. Someone had put out a hit on Guyito, his cat!



But no, the cat was still alive. (See photo.) A day later, Tucker found out that his neighbor's pig, who went by the name of Babe, had been honorably dispatched. When asked for a comment, Tucker responded: "All is forgiven. I sent Eric an autographed picture of Judi, who is 18 or older. That damn pig has stopped its nocturnal squealing, and I haven't had a bad hair day in decades. Now leave me alone. Judi says we're having pork chops tonight."

This reporter is pretty sure the story is not over. Stay tuned. ☐

Underground Makes Changes.

As of the March/April 1996 issue, our format has expanded from the small size of 8 1/2 x 6 1/2" page to a full 8 1/2 x 11" page. Each issue will regularly run 20 of these larger pages, which would be equivalent to 40 of the smaller size. Due to the larger size, more pages, and new source of reproduction, prices have risen slightly. Effective May 1, a U.S. Subscription will be \$13 for six issues per year, with sample issues for \$2.50. For Canada and Mexico the new price is \$15.75 per year, samples being \$2.75. Subscriptions for International readers is \$22.25. Prices for back issues will remain the same. All checks or money orders should be in U.S. Funds. *The Underground*, 4574 Via Santa Maria, Santa Maria CA 93455. underground@tcf.com

6502/SID Amiga Chips Recognized

Recently Byte recognized the top 20 chips which "had a significant influence on the evolution of personal computing" in the top 20 were chips such as the Intel 4004: In 1971, Busicom, a Japanese company, wanted a chip for a new calculator. With incredible overkill, Intel built the world's first general-purpose microprocessor. Then it bought back the rights for \$60,000. The Intel 4004 which ran at the blazing speed of 108 kHz. The Intel 8080: "If you drive, your life probably depends on this chip, widely used as a traffic-light controller. MOS Technology 6502: Used in devices from Nintendos to BMWs. At \$25 (compared with \$375 for a comparable Motorola part), the 6502 was a steal. Steve Wozniak and Commodore chose it for their early computers.

They said of the Amiga's Agnes/Denise/Paula chips: "It's not a rock group: This was the advanced chip set that powered the world's first multimedia computer: the Commodore Amiga 1000. In 1985, these three chips could do tricks that today's PCs and Macs still can't do--such as display multiple screens with independent pixel resolutions and bit depths on a single monitor."

They said this about the SID: "You can get remarkable results when you tell an engineer to do what he thinks is right. Take SID (Sound Interface Device), for example. In 1981, Bob Yannes was told to design a low-cost sound chip for the upcoming Commodore 64. He would end up creating an analog synthesizer chip that redefined the concept of sound in personal computers." ☐

fire documents when all you

wanted was a digital L. BIOS - Legal term for the method used by IBM to settle out of court with its competitors over copyright problems.

ROOTING - Anyone team for the action, delay at the PC usually checks that it's not all it's bits and pieces.

COMMAND DRIVEN - Term used to describe the way a data management package works. You tell it to do one thing, and it does another.

CONCURRENCY - The ability to handle several tasks at one, without doing any of them properly.

DEBUGGER - The person who sold us our system.

DOS - Do it for Selves.

DUMB TERMINAL - Exactly what it says. See 3274 CONTROLLER.

ENTROPY - The universal process of things changing for the worse. See UPGRADE.

FOURTH GENERATION - Technology that would have been appreciated in 1995.

PAPER FEED - Standard, cheaply used in dot matrix printers.

COMMS PORT - Russian submarine base.

COMMUNICATIONS - Method of combining incompatible software working to incompatible standards to produce difficult to understand results.

COMPATIBLE PRICE CUTS - Example of largesse on the part of manufacturers of PC-compatible microcomputers. Nothing to do with IBM price cuts. See IBM PRICE CUTS.

DAISYWHEEL PRINTER - Slow, letter-quality output device designed to seriously irritate the bearing of the people who work near it.

DATA PROCESSING DEPARTMENT - Part of a large company designed to discourage the use of PCs.

EASILY EXPANDABLE - Minimum price configuration is unavailable for practical use.

EASY TO INSTALL - Difficult to install. But instruction manual has pictures.

EASY TO USE - Not very powerful. See FLEX FILE.

ELECTRONIC MAIL - Method of sending messages between PC users, rather than letting them talk to each other.

ERGONOMICALLY DESIGNED - Has highly unusual appearance.

EUROPEAN HEADQUARTERS - The only branch of a US software company not to employ any knowledgeable product support staff.

EXPANSION SLOTS - Sparse resource quickly used up by check/calendars, games adaptors, and mouse cards.

FIXED DISK DRIVE - Difficult to back-up storage device sold by IBM to make it easy for PC users to lose large amounts of valuable data.

FLIGHT SIMULATOR - Micro-soft game which mimics a light aircraft. Said to be the ultimate test for PC compatibility.

FLEXIBLE - Difficult to use.

FLOPPY DISK - Long-playing record left out in the sun.

FUNCTION KEYS - Outmoded hardware devices, passed over by software authors in favor of complex combinations of CONTROL KEYS and mnemonic codes.

GRAPHICS GAME - Describes matchstick men fighting upside-down pound signs.

HANDS-ON-TRAINING - Where air ships of world-beaters huddle round a single PC for two days, and which some use, use it.

HIGH LEVEL OF FUNCTIONALITY - Excess some of the things it's claimed to.

IBM'S HIGH RESOLUTION COLOUR GRAPHICS - On the PC, black & white.

IBM COMPATIBLE - Term used to describe a micro computer that might run some PC software.

IBM PRICE CUTS - Reduction of prices so that they're only slightly more expensive than rival products. See COMPATIBLE PRICE CUTS.

INTEGRATED SOFTWARE - Package with several functions: spreadsheet, graphics, and word processing that only comes on four floppy disks.

JUSTIFICATION - Method used in a personalised word processed letter to make it look like a word processed letter.

LETTER QUALITY MATRIX PRINTER - Output device that produces print quality that is unsuitable for real correspondence.

LOCAL AREA NETWORK - Highly complicated system that surrenders local control of personal computing to remote data processing dept.

MOUSE - Handheld controller that's even more embarrassing for status-conscious executives to use than a keyboard.

MULTIFUNCTION BOARD - Add-in card for a PC, packed with features you don't need.

MATRIX PRINTER - Output device that produces print quality that even its makers say is unsuitable for correspondence.

NEW VERSION - Software release or hardware product that does most, but not all of what the original version was supposed to do.

NEXT VERSION - Not-yet-available release of a software package that's claimed to do all of the things claimed for the original version. Often turns out to be a NEW VERSION (see above).

NUM LOCK - One of the mysteries on the PC's keyboard. Until you start typing you don't know whether it's switched on or not.

OPERATING SYSTEM - Difficult to understand piece of software which is supposed to be 'transparent' to PC users.

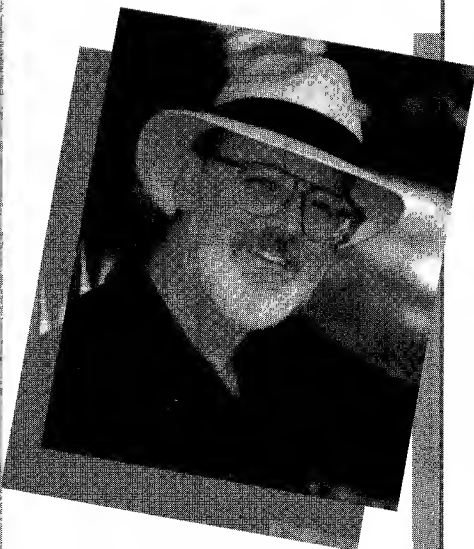
PORTABLE PC - No such thing.

POWERFUL US FINANCIAL PLANNING PACKAGE - Doesn't display or print out pound signs.

RAM - A goat.

RECOMMENDED FOR HARD DISK USE - A program that comes on 12 floppy disks.

SMOOTH SCROLLING - Slightly less juddery movement of text up and down the screen.



A note from Fender Tucker on the future of The LOADSTAR Letter

Dear LOADSTARite!

Here's your chance to become a charter subscriber to the brand new, All news LOADSTAR Letter! For a mere \$12 a year you can start receiving Jeff Jones' Commodore newsletter every month starting in August 1996. Here are the details:

The LOADSTAR Letter #36, which will accompany LOADSTAR #146, will be the last newsletter sent to every LOADSTAR subscriber. Rising costs have forced us to make the LS Letter into a subscription only publication. It was either that, or increase the basic subscription rate for LOADSTAR, which will remain at its all-time low of \$69.95 per year.

The LOADSTAR Letter will stay the same size but will now be 100% information no ads. Jeff Jones, aided by The Underground's Scott Eggleston, will pack it full of the most important, Commodore-related information available. Articles by Jeff, Scott, Jim Brain, Gaelyne Moranec and other 8bit gurus will appear regularly.

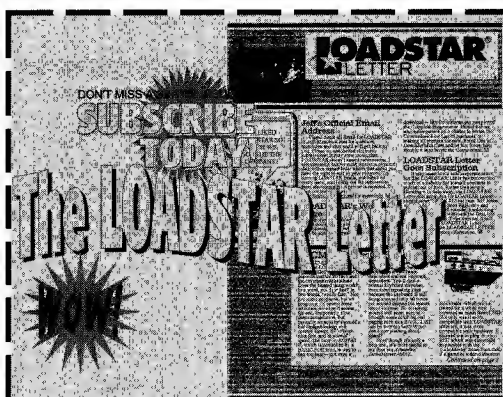
Since a minimum of around 500 subscribers is needed to make the new LS Letter profitable, we will be accepting prepayments for subscriptions in the form of a CHECK only, for \$12 in U.S. funds. No credit card orders! If, by the time of the first subscription Letter, we don't have 500 subscribers, we will cancel the LS Letter and return all checks uncashed.

It pays to sign up now! If we get around 1000 subscribers, we will keep the \$12 per year subscription rate. If we stay at the 500 level, we will probably have to increase the subscription rate for future subscribers. Let us hear from you! Send checks to LOADSTAR Letter, P.O. Box 30008, Shreveport LA 71130. Long may the LS Letter wave!

Yours truly,

Fender Tucker

Fender Tucker
Grand Exalted Mojo, LOADSTAR



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LOADSTAR[®] MONTHLY

LOADSTAR is a monthly "magazine on disk" for the Commodore 64/128. Subscribers receive two 1541 disks (or one 1581 disk) in their mailbox every month packed with news, articles and programs. These nonPD, high quality programs are written by the best homebased programmers in the field and edited by the crack LOADSTAR team of Fender Tucker and Jeff Jones. Subscription prices are at an all-time low of \$69.95 for a 12-month subscription, or \$19.95 for a three-month subscription. You may also elect to subscribe "by the month," where we charge your credit card \$7.95 for each issue after it's shipped. We also offer the long line of standalone products below.

Games Disk! The Compleat Jon: 11 Games! The whole gamut of gaming is covered here: artificial intelligence, role-playing, mazes, fantasy, science fiction, education and even non-violence (which was a radical concept in its time). These eleven games are among the best ever published... on LOADSTAR. Listed on the menu in chronological order, so you can see how Jon's style changed as the years rolled by. 1581 disk #0021D3, \$20. 1541 disk #0038D5 \$20.



Puzzle disk! The Compleat Crossword: Every crossword puzzle published in Puzzle Page in one huge collection! Two hundred twenty puzzles! It uses Barbara Schulak's CRUCIVERBALIST program to present the puzzles and allows you to "mark" a puzzle when it's solved so that you know which you've solved and which you haven't yet. Each 1541 disk contains 110 puzzles. 1581 disk #0020D3, \$20. Disk one (1541) #0036D5 \$10. Disk two (1541) #0037D5 \$10.



C128 Productivity! The Compleat Lee O: Six of Lee O. Clinton's best serious programs for the C128 80 column mode. Finance, auto expense, a kitchen helper, genealogy, resume writing, mutual funds! One 1541 disk #0032D5. One 1581 disk #0017D3, \$20.00.

Word Search! Super Star Search I: 200 original word search puzzles by Steven Thomas and Art Dudley, presented by John Seratino's modern point and click program. One 1541 disk #0011D5. One 1581 disk #0008D3, \$20.00.

Story disk! The Compleat ProseQuest '95: NEW! A 1541 disk with all of the entries in the 1995 short story writing contest on it, including the three grand winners. Jeff Jones adds two spine-tingling novellas. One 1541 disk #0035D5. One 1581 disk #0019D3, \$5.00.

Soft Wear! LOADSTAR T-shirts: Limited edition Fruit of the Loom T-shirts. LOADSTAR's nemesis, Knees Calhoun, stands up to regular washing and drying. Where else can you find Commodore apparel? 50% Cotton/Polyester. \$15.00 each with free shipping! Small #960025, Medium #960125, Large #960225, XLarge #960325, XXL #960425.

The Compleat Programmer: A best seller! More than two megabytes of knowledge crammed and stuffed onto eight 5.25 inch disks or two 1581 disks! In addition, tools, extensions, languages, assemblers, tutorials and utilities! 5.25 set #0005D5, 3.5 inch disk #0005D3, \$20.00. For \$5 more, get C= Hacking MAG #0006D3 (on 3.5 inch disks) to complete your programming set.

PS Graphics! Compleat PS Vol. 1: Over 1300 artistic and never before published PRINT SHOP images. Scan through the many PRINT SHOP images sequentially, by name, or by group number. Press a key and save the graphic you want in 2block, 3block and even PRINTMASTER graphic files! All that plus a printed guide! Each volume is \$20.00. Vol. 1: C64/128 3.5 inch disk item #0001D3, 5.25 inch disks item #0009D5. Vol. 2 (graphics from past LS issues): C64/128 3.5 inch disk item #0002D3, 5.25 inch disks item #0010D5.

Diskulla Card Games! The Compleat Maurice: A compilation of 26 solitaire card games written by Maurice Jones, the acknowledged master of card game simulations for the C64/128. There's even a brand new, never before published game called Boomerang. Two 5.25 inch disks #0007D5 or one 3.5 inch disk #0007D3, \$20.00 postage paid!

Oodles Of Stunning Art! Tutorials! The Compleat Walt: During LOADSTAR's first ten years we have published 24 of Walt Harned's slideshows and multimedia events. Now we've gathered them into one huge collection: seven 5.25 inch disks or three 3.5 inch disks! There are more than 250 pictures, including some that have never been published. It may be the greatest one-man collection of art on any computer platform. 5.25 inch disks order #070425, 3.5 inch disks order #070423, \$20.00 postage paid!



GEOS CLIPART

LOADSTAR presents the biggest Geos collection of clip art and fonts ever offered at one time. All of the Geos art that's ever appeared on LOADSTAR, as well as some great files from Geos fanatic Dick Estel, are available on twenty 5.25 inch disks or eight 3.5 inch disks. Most of this has never been seen before! Use these graphics in your GeoPaint, GeoWrite and GeoPublish documents or convert to FGM with FGM utilities. Spiff up your GeoFAX documents with the appropriate graphic, every time! Prices are \$20 for any two 3.5 inch disks, or any five 5.25 inch disks. You can purchase the whole collection for \$75 for either version.

5.25 INCH DISKS

Disk 01 RAILS: Railroad art from Europe/USA #0012D5
Disk 02 VEHICLES/TAROT: Artwork of old and new autos; excellent geoPaint drawings of the Tarot card set #0013D5.

Disk 03 CLIP ART: Includes converted MacPaint files that have never before been available in Commodore format #0014D5

Disk 04 OTTOWA/PRIME CLIPS: Artwork of the main landmarks of Ottawa. In addition, high quality public domain clip art #0015D5

Disk 05 FONTS: More than 30 fonts from past issues of LOADSTAR, plus articles (in geoWrite format) on creating fonts. Also two ready-made headers for use with your own documents, one a picture of a mail truck, the other reading "FROM THE DESK OF" #0016D5

Disk 06, Disk 07, and Disk 08 GeoPaint and Photo Album files with the great clip artwork featured on past LOADSTARs: Includes GeoCurmudgeon, Anamalia I and II, Australian Animals, Valentine art and many more #0017D5, #0018D5, #0019D5

Disk 09 GOODYKOONTZ FILES: Jasper Goodykoontz, born in Indiana in 1855, produced Goodykoontz's Perpetual Calendar and General Reference Manual (A Book for the Millions). This disk includes scans from the book of a wide array of subjects: Gestures and Attitudes, Poultry, Craniology, and more. #0020D5

Disk 10 OLD WEST: Scanned Artwork from Dick Estel's FRD Software, mostly woodcut style art of the old west, gold rush days and pioneer scenes. #0021D5

Disk 11 J. Needy Art/Animals: Jennifer Needy works with a wide variety of subject matter and materials. Disk contains some of her favorites, scanned into GeoPaint format. Side two is a collection of scanned artwork of animals from FRD Software. #0022D5

Disk 12 HOLIDAY: Artwork for New Years, Valentine's, St. Patrick's Day, Halloween, Thanksgiving and Christmas #0023D5

Disk 13 PEOPLE/FACES: Scenes of people and faces from FRD Software #0024D5

Disk 14 FRD CLASSICS: Dick's choice of the best of the FRD collection #0025D5

Disk 15 DINOS/CLASSICS: Dinosaurs and other prehistoric beasts, as well as more first choice artwork from FRD. #0026D5

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Disk 19 SEASONAL AND HOLIDAYS: A clip for any occasion #0030D5

Disk 20 SEASONAL AND HOLIDAYS: A clip for any occasion #0031D5

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The 3.5" disks are roughly equivalent to two and a half 5.25" disks.

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Disk 2: Equals disks 3, 6, 7A #0010D3

Disk 3: Equals disks 5, 8, 7B #0011D3

Disk 4: Equals 9, 10, 11A #0012D3

Disk 5: Equals 12, 13, 11B #0013D3

Disk 6: Equivalent of Disks 14, 15 and some bonus files not on 5.25" disks #0014D3

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Disk 8: Music, Holiday and Seasonal #016D3

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Panasonic KXP-1150 9-pin Printer	\$169.00
Panasonic KXP-2023 24-pin Printer	\$229.00
Panasonic KXP-2135 24-pin Color Printer	\$319.00

Utilities

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The Compression Kit '94 (Mad Man)	\$39.00

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BASIC 64 Compiler (Abacus)	\$17.00
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Blitz! 64 Compiler (Skyles)	\$30.00
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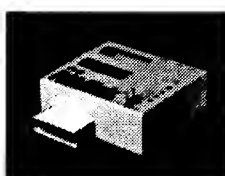
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RAMLink

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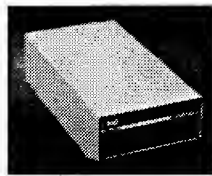
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